KONAMI®

# PUNKSHOT™

# INSTRUCTION MANUAL

Service #

**708-215-5100**

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Part No. 907400

# PUNKSHOT PARTS LIST

| Part # | Description |
|---|---|
| 30119 | Green Button |
| 30113 | Orange Button |
| 30202 | Switch Holder |
| 30250 | Palnut |
| 30306 | Green Joy Stick |
| 30322 | Orange Joy Stick |
| 40355 | Monitor Plexi |
| 40601 | FCC Cage |
| 963011 | DC Harness |
| 907400 | Manual |
| 907100 | Control Panel Overlay |
| 907200 | Marquee |
| 907101 | Player Instructions |
| 907300 | Upper Right Side Decal |
| 907301 | Lower Left Side Decal |
| 907302 | Lower Right Side Decal |
| 907303 | Upper Left Side Decal |
| 907102 | Kit Control Panel Overlay |
| 40904 | Kit Harness |
| 821700 | 19″ Monitor Bezel |

# PUNKSHOT WIRING HARNESS—4 PLAYER VERSION ONLY

**WIRE COLOR KEY:**

| Wire Color | Solder Side | | | Parts Side | Wire Color |
|---|---|---|---|---|---|
| BLACK | GND | A | 1 | GND | BLACK |
| BLACK | GND | B | 2 | GND | BLACK |
| RED | +5V DC | C | 3 | +5V DC | RED |
| RED | +5V DC | D | 4 | +5V DC | RED |
| | NOT USED | E | 5 | NOT USED | |
| ORANGE | + 12V DC | F | 6 | + 12V DC | ORANGE |
| | *KEY | H | 7 | *KEY | |
| | (EMPTY) | J | 8 | COIN COUNTER | GREEN/GRAY |
| | (EMPTY) | K | 9 | (EMPTY) | |
| YELLOW | SPEAKER (–) | L | 10 | SPEAKER (+) | BLUE |
| | (EMPTY) | M | 11 | (EMPTY) | |
| WHITE/GREEN | VIDEO GREEN | N | 12 | VIDEO RED | RED/WHITE |
| WHITE | VIDEO SYNC | P | 13 | VIDEO BLUE | BLUE/WHITE |
| | (EMPTY) | R | 14 | VIDEO GROUND | BLACK |
| | (EMPTY) | S | 15 | (EMPTY) | |
| VIOLET/WHITE | COIN 2 | T | 16 | COIN 1 | BLUE/BROWN |
| | NOT USED | U | 17 | NOT USED | |
| BLUE/YELLOW | 2P UP | V | 18 | 1P UP | ORANGE/WHITE |
| VIOLET/YELLOW | 2P DOWN | W | 19 | 1P DOWN | BLACK/WHITE |
| ORANGE/GREEN | 2P LEFT | X | 20 | 1P LEFT | RED/GRAY |
| ORANGE/YELLOW | 2P RIGHT | Y | 21 | 1P RIGHT | GRAY/WHITE |
| BLACK/YELLOW | 2P PASS | Z | 22 | 1P PASS | RED/WHITE |
| ORANGE/GRAY | 2P SHOOT | a | 23 | 1P SHOOT | GREEN/BROWN |
| | NOT USED | b | 24 | NOT USED | |
| | NOT USED | c | 25 | NOT USED | |
| | NOT USED | d | 26 | NOT USED | |
| BLACK | GND | e | 27 | GND | BLACK |
| BLACK | GND | f | 28 | GND | BLACK |

(BASE COLOR/LINE COLOR)

## 2 PLAYER KIT WIRING ON PAGE 9

# PUNKSHOT SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS
# 4 PLAYER VERSION ONLY

**CN2 3P CONTROLS**

| | | |
|---|---|---|
| 1 | Coin 3 | White/Violet |
| 2 | Empty | |
| 3 | 3P Left | White/Red |
| 4 | 3P Right | White/Yellow |
| 5 | 3P Up | White/Black |
| 6 | 3P Down | White/Blue |
| 7 | 3P Pass | White/Brown |
| 8 | 3P Shoot | White/Orange |
| 9 | Empty | |
| 10 | Empty | |
| 11 | Empty | |
| 12 | Empty | |
| 13 | Empty | |
| 14 | Empty | |
| 15 | Ground | Black |

**CN3 4P CONTROLS**

| | | |
|---|---|---|
| 1 | Coin 4 | Blue |
| 2 | Empty | |
| 3 | 4P Left | Yellow/Black |
| 4 | 4P Right | Brown/Black |
| 5 | 4P Up | Green/Yellow |
| 6 | 4P Down | Yellow/Red |
| 7 | 4P Pass | Yellow/White |
| 8 | 4P Shoot | Yellow/Blue |
| 9 | Empty | |
| 10 | Empty | |
| 11 | Empty | |
| 12 | Empty | |
| 13 | Empty | |
| 14 | Empty | |
| 15 | Ground | Black |

# PUNKSHOT DIP SWITCH SETTINGS

## DIP SWITCH NO. 1 SETTINGS

1. COIN SWITCH NO. 1 SETTINGS

| SW | 1 | 2 | 3 | 4 | COIN | CREDIT |
|---|---|---|---|---|---|---|
| O | OFF | OFF | OFF | OFF | 1 | 1 |
| | ON | | | | 1 | 2 |
| | OFF | ON | | | 1 | 3 |
| | ON | | | | 1 | 4 |
| | OFF | OFF | ON | OFF | 1 | 5 |
| | ON | | | | 1 | 6 |
| | OFF | ON | | | 1 | 7 |
| | ON | | | | 2 | 1 |
| | OFF | OFF | OFF | ON | 2 | 3 |
| | ON | | | | 2 | 5 |
| | OFF | ON | | | 3 | 1 |
| | ON | | | | 3 | 2 |
| | OFF | OFF | ON | ON | 3 | 4 |
| | ON | | | | 4 | 1 |
| | OFF | ON | | | 4 | 3 |
| | ON | | | | 5 | 1 |

Set No. 5, 6, 7, 8 OFF in Dip Switch No. 1

Put Dip Switch No. 5 to ON to give "1 coin = CONTINUE."

**Notice:** For 50¢ Start 25¢ Continue
Set Dip Switch Bank one as shown.

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|
| O | O | O | O | O | O | O | O |
| N | N | N | F | N | N | N | N |
| | | | F | | | | |

## DIP SWITCH NO. 2 SETTINGS

1. LIFE ENERGY

| SW | 1 | 2 | LIFE ENERGY |
|---|---|---|---|
| O | OFF | OFF | 30 |
| | ON | | 40 |
| | OFF | ON | 50 |
| | ON | | 60 |

2. QUARTER TIME

| SW | 3 | 4 | QUARTER TIME |
|---|---|---|---|
| | OFF | OFF | 2 MINUTES |
| O | ON | | 3 MINUTES |
| | OFF | ON | 4 MINUTES |
| | ON | | 5 MINUTES |

3. DIFFICULTY OF THE GAME

| SW | 6 | 7 | DIFFICULTY |
|---|---|---|---|
| O | OFF | OFF | EASY |
| | ON | | NORMAL |
| | OFF | ON | DIFFICULT |
| | ON | | VERY DIFFICULT |

4. SOUND IN ATTRACTIVE MODE

| SW | 8 | SOUND |
|---|---|---|
| | OFF | OFF |
| O | ON | ON |

SW5 are not used.

## DIP SWITCH NO. 3 SETTINGS

1. VIDEO SCREEN FLIP

| SW | 1 | SCREEN |
|---|---|---|
| O | OFF | NORMAL |
| | ON | UPSIDE DOWN |

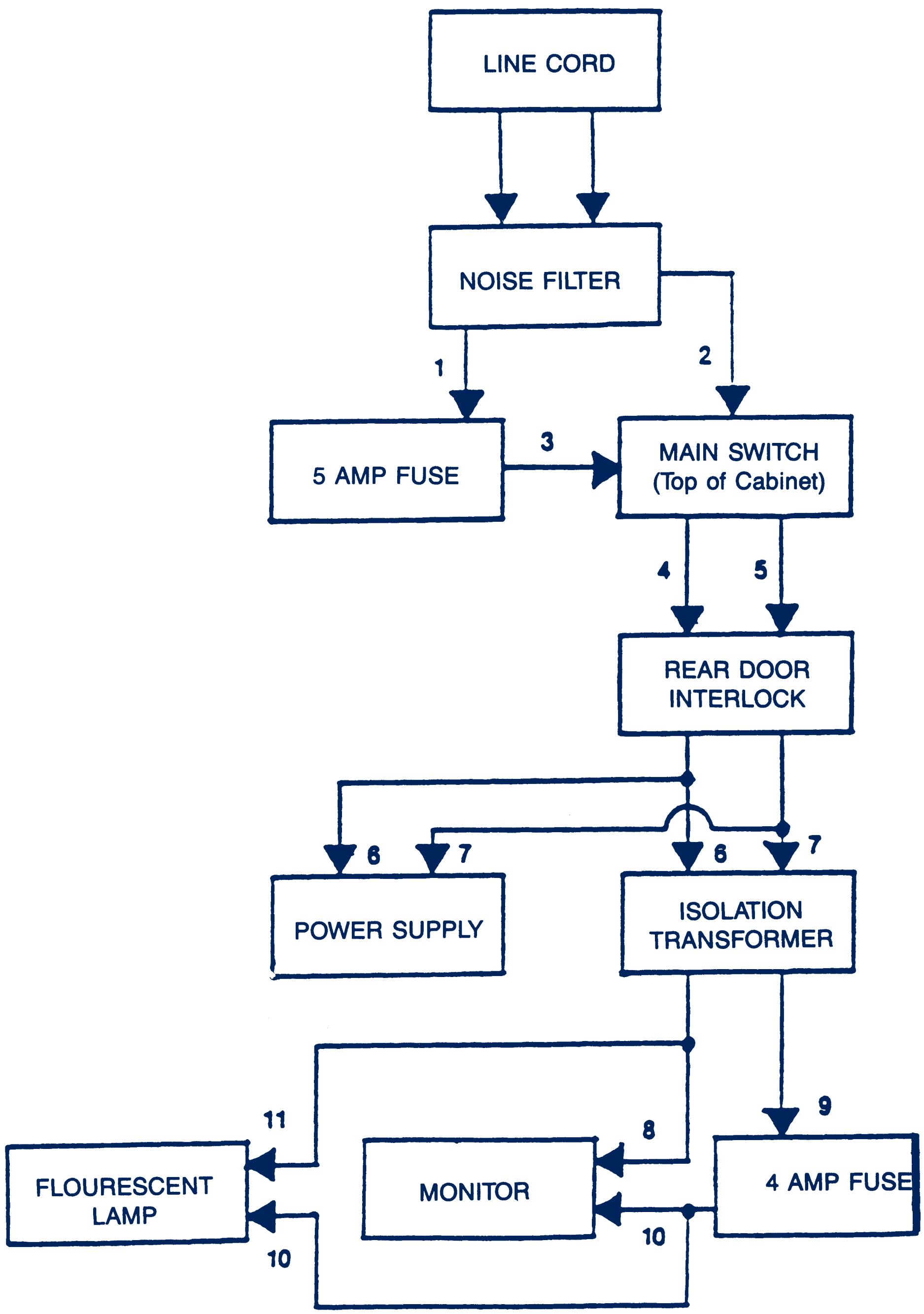
2. CHANGE OF MODE

| SW | 3 | MODE |
|---|---|---|
| O | OFF | GAME |
| | ON | TEST |

SW2 and SW4 are not used and should be kept OFF.
O shows recommended settings.

# PUNKSHOT: AC FLOW CHART
# 4 PLAYER DEDICATED UPRIGHT ONLY

1. GREEN/YELLOW
2. BLACK
3. RED
4. BLUE
5. BROWN
6. RED/BLACK
7. BLACK/WHITE
8. WHITE
9. GREEN
10. VIOLET
11. ORANGE



# SPEAKER WIRING FOR KITS ONLY
# STEREO NOT UTILIZED ON DEDICATED UPRITES

## STEREO/MONO SOUND INSTALLATION

Konami introduces stereo sound.

Please read instructions carefully. If your video cabinet doesn't utilize two speakers, follow instructions for mono output.

### TECHNICAL INFORMATION

**Adjusting Sound Volume**

In stereo specifications, adjust volume of each speaker separately (L and R).

In monaural specifications, use R-volume switch to adjust volume. L-volume switch is irrelevant to volume. By R VOLUME.

### HOW TO CHANGE TO MONAURAL/STEREO

*Note: Mono & Stereo sound *cannot* operate simultaneously.

**For Mono Sound**

Use pin #10 and L of the 56 pin edge connector to the speaker contacts.

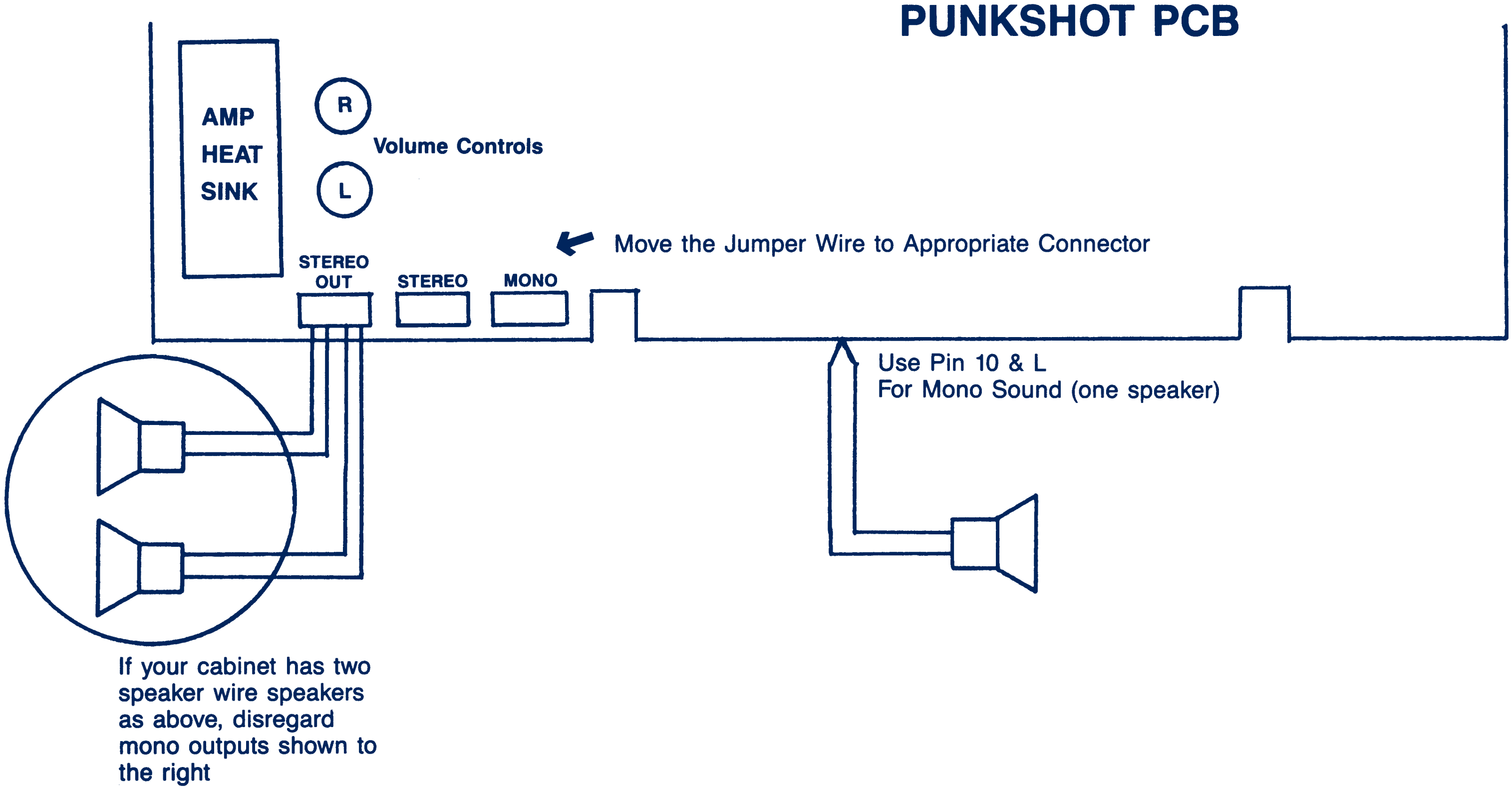
Also connect Jumper connector into CN4.

**For Stereo Sound**

Use connector CN6 as your speaker output ports connect pins 1 & 2 to the left speaker pins 3 & 4 to the right speakers.

Also connect Jumper connector to CN5.

## PUNKSHOT PCB



# PUNKSHOT WIRING DIAGRAM—2 PLAYER KIT ONLY

**WIRE COLOR KEY:**

| Wire Color | Solder Side | Pin | Pin | Parts Side | Wire Color |
|---|---|---|---|---|---|
| BLACK | GND | A | 1 | GND | BLACK |
| BLACK | GND | B | 2 | GND | BLACK |
| RED | +5V DC | C | 3 | +5V DC | RED |
| RED | +5V DC | D | 4 | +5V DC | RED |
| BLUE | NOT USED | E | 5 | NOT USED | BLUE |
| ORANGE | +12V DC | F | 6 | +12V DC | ORANGE |
| | *KEY | H | 7 | *KEY | |
| WHITE/RED | COIN COUNTER 2 | J | 8 | COIN COUNTER 1 | WHITE/BLACK |
| | (EMPTY) | K | 9 | (EMPTY) | |
| RED/BLACK | SPEAKER | L | 10 | SPEAKER | RED/YELLOW |
| | (EMPTY) | M | 11 | (EMPTY) | |
| GREEN | VIDEO GREEN | N | 12 | VIDEO RED | RED |
| WHITE | VIDEO SYNC | P | 13 | VIDEO BLUE | BLUE |
| WHITE/ORANGE | SERVICE SW | R | 14 | VIDEO GROUND | BLACK |
| BLACK/WHITE | (EMPTY) | S | 15 | (EMPTY) | WHITE/BROWN |
| BROWN/BLACK | COIN 2 | T | 16 | COIN 1 | YELLOW/BLACK |
| RED/WHITE | 2P START | U | 17 | 1P START | RED |
| BLUE/WHITE | 2P UP | V | 18 | 1P UP | BLUE |
| GREEN/WHITE | 2P DOWN | W | 19 | 1P DOWN | GREEN |
| ORANGE/WHITE | 2P LEFT | X | 20 | 1P LEFT | ORANGE |
| YELLOW/WHITE | 2P RIGHT | Y | 21 | 1P RIGHT | YELLOW |
| BROWN/WHITE | 2P PASS | Z | 22 | 1P PASS | BROWN |
| VIOLET/WHITE | 2P SHOOT | a | 23 | 1P SHOOT | VIOLET |
| GRAY/WHITE | NOT USED | b | 24 | NOT USED | GRAY |
| | NOT USED | c | 25 | NOT USED | |
| | NOT USED | d | 26 | NOT USED | |
| BLACK | GND | e | 27 | GND | BLACK |
| BLACK | GND | f | 28 | GND | BLACK |

(BASE COLOR/LINE COLOR)

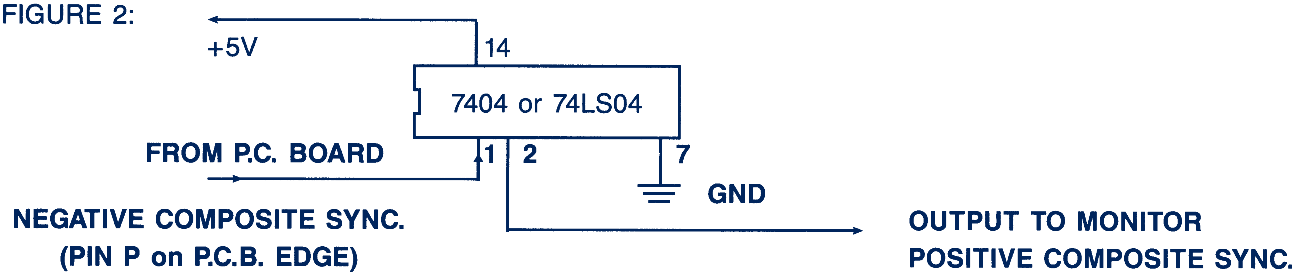
# PUNKSHOT TECHNICAL INFORMATION

Punkshot requires horizontally mounted monitor. It also generates composite negative sync. If your monitor is composite positive sync, you will have to change to composite negative sync.

To alternate composite positive sync to composite negative sync, use 7404 IC or 74LS04 IC. The signal on the output pin from the P.C.B. is a combination of H-sync and V-sync.

**NOTE:** Please refer to Figure 2.

FIGURE 2:




(+5V and GND should be taken out of the P.C. Board.)

# TROUBLE SHOOTING GUIDE

| PROBLEM: | POSSIBLE SOLUTION |
|---|---|
| No Screen or Constant Reset | 1). Check +5V line at the P.C.B. Adjust if necessary.<br>2). Make sure all socketed eproms and custom IC's are seated securely. Apply light pressure to secure.<br>3). Check harness to be sure it is not on backwards. |
| No Sound | 1). Check +12V line at the P.C.B.<br>2). Make sure both speaker out wires are connected to the speakers. (DO NOT CONNECT A GROUND.) |
| Distorted Sound | 1). Replace cabinet speaker. |
| I/O Problem (coin 1 doesn't work or Joystick Up doesn't work, etc.) | 1). Do not hook a coin counter to the coin 1 or coin 2 outputs. This will cause damage.<br>2). Check your schematic for the 74LS253 IC that corresponds to your I/O problem. Check the appropriate pin with a scope or multimeter for a high output (5V), if output is low replace the 74LS253. |

# CAUTION

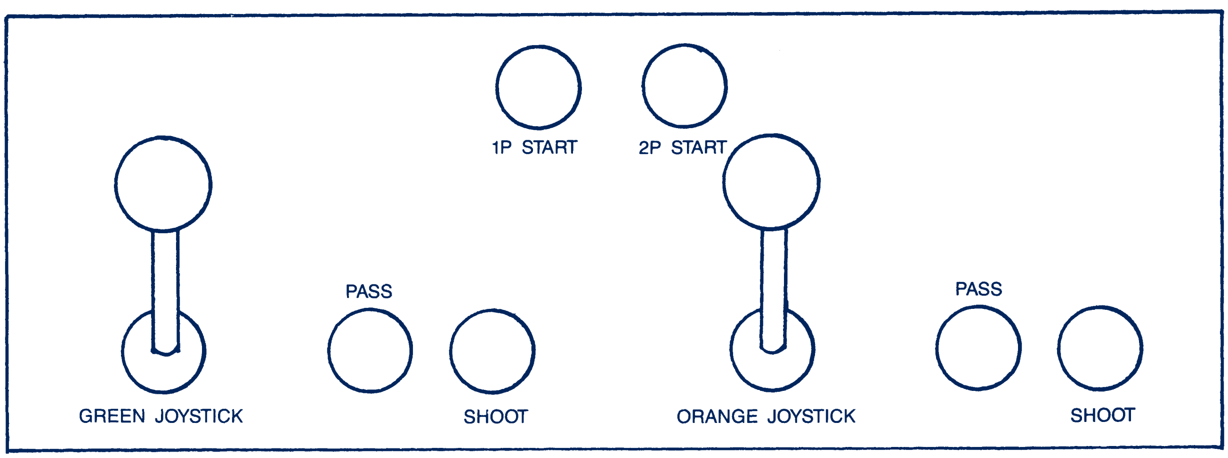
DO NOT WIRE COIN COUNTERS TO THE COIN 1 OR COIN 2 OUTPUTS. THIS WILL CAUSE DAMAGE TO THE I/O MICROCHIP 74LS253. COIN COUNTERS CAN ONLY BE WIRED TO COIN COUNTER OUTPUTS.

# PUNKSHOT 2 PLAYER KIT INFORMATION

## TECHNICAL INFORMATION

(1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+12V)
*See the Wiring Diagram.
(2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative
(3) The monitor should be horizontally installed.
(4) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise and it becomes louder.
(5) Handle with care.

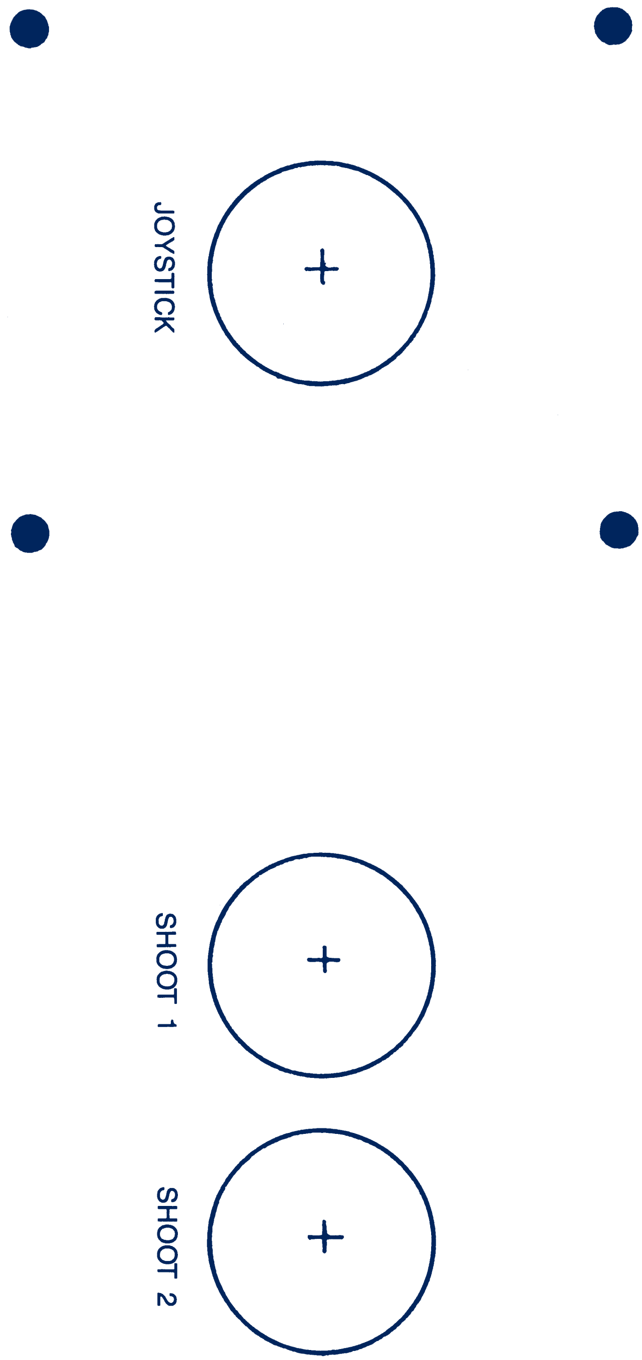
# RECOMMENDED CONTROL PANEL LAYOUT



# CONTROL PANEL DRILLING TEMPLATE

Button Hole Size 1-3/16 Inch

Use this Template for Player 1 and Player 2 Controls



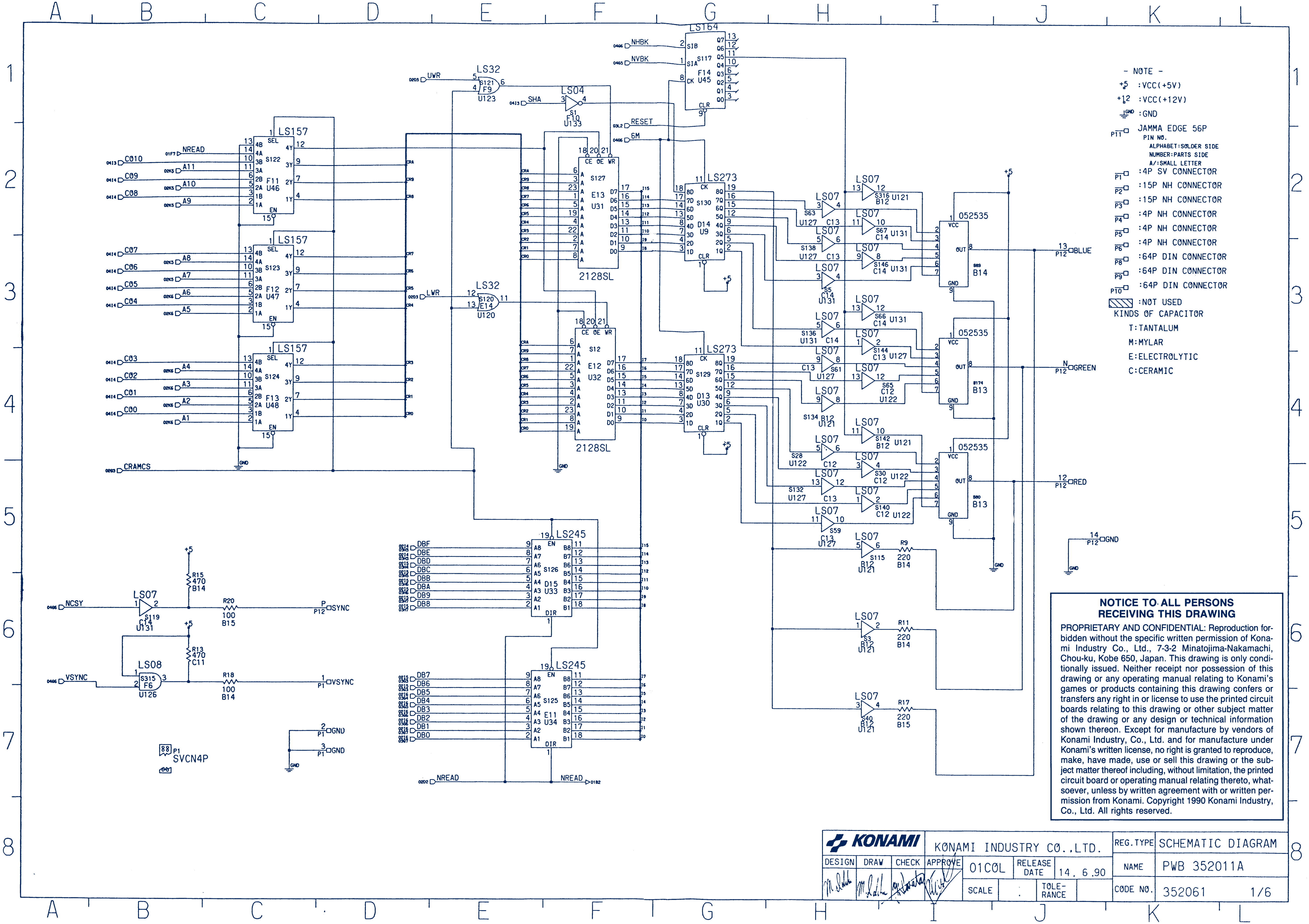
# USER INFORMATION WARNING

F.C.C. Regulations requires user to attach the F.C.C. warning label on the back of your video game cabinet.

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE. THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

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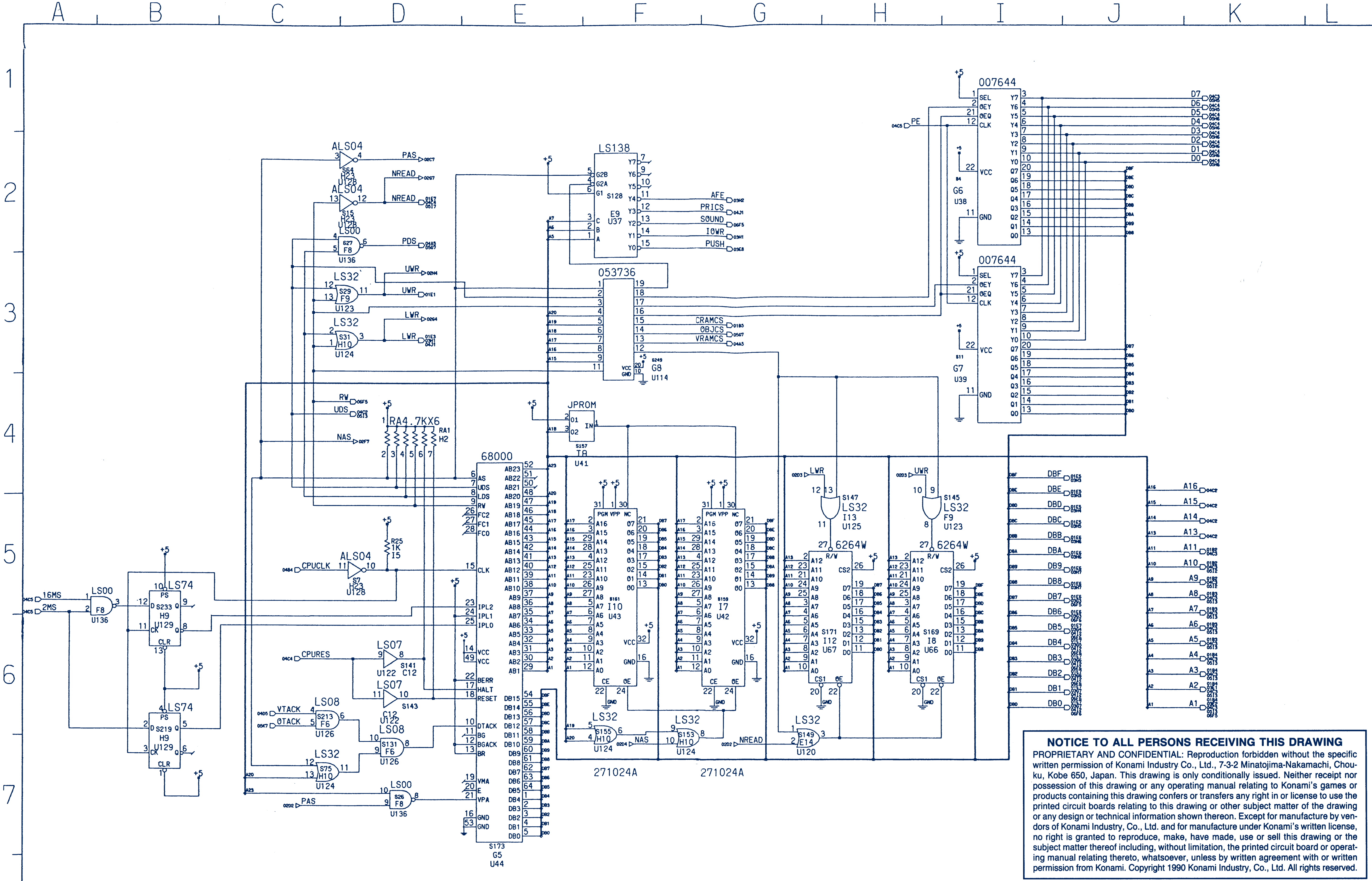
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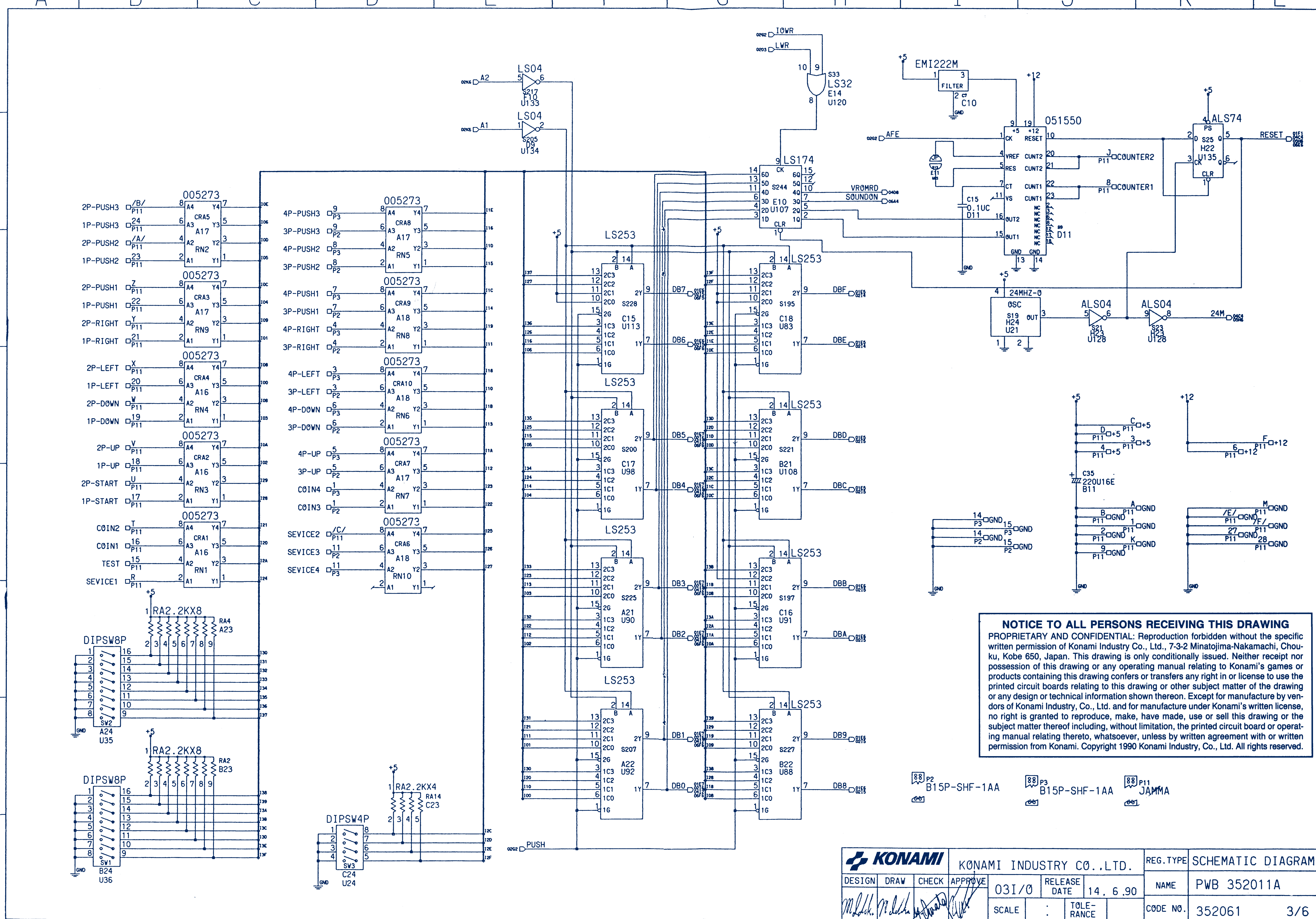
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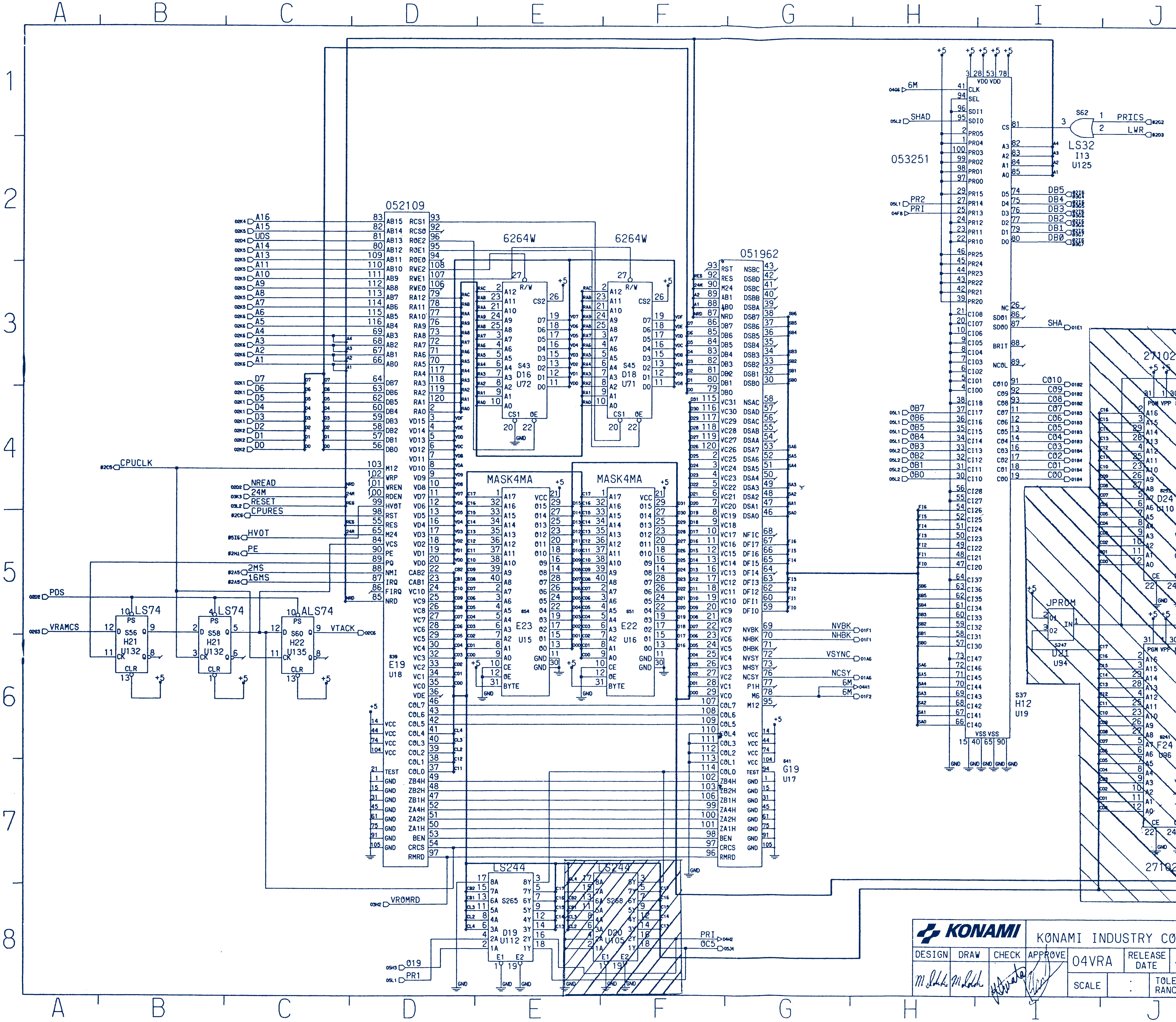

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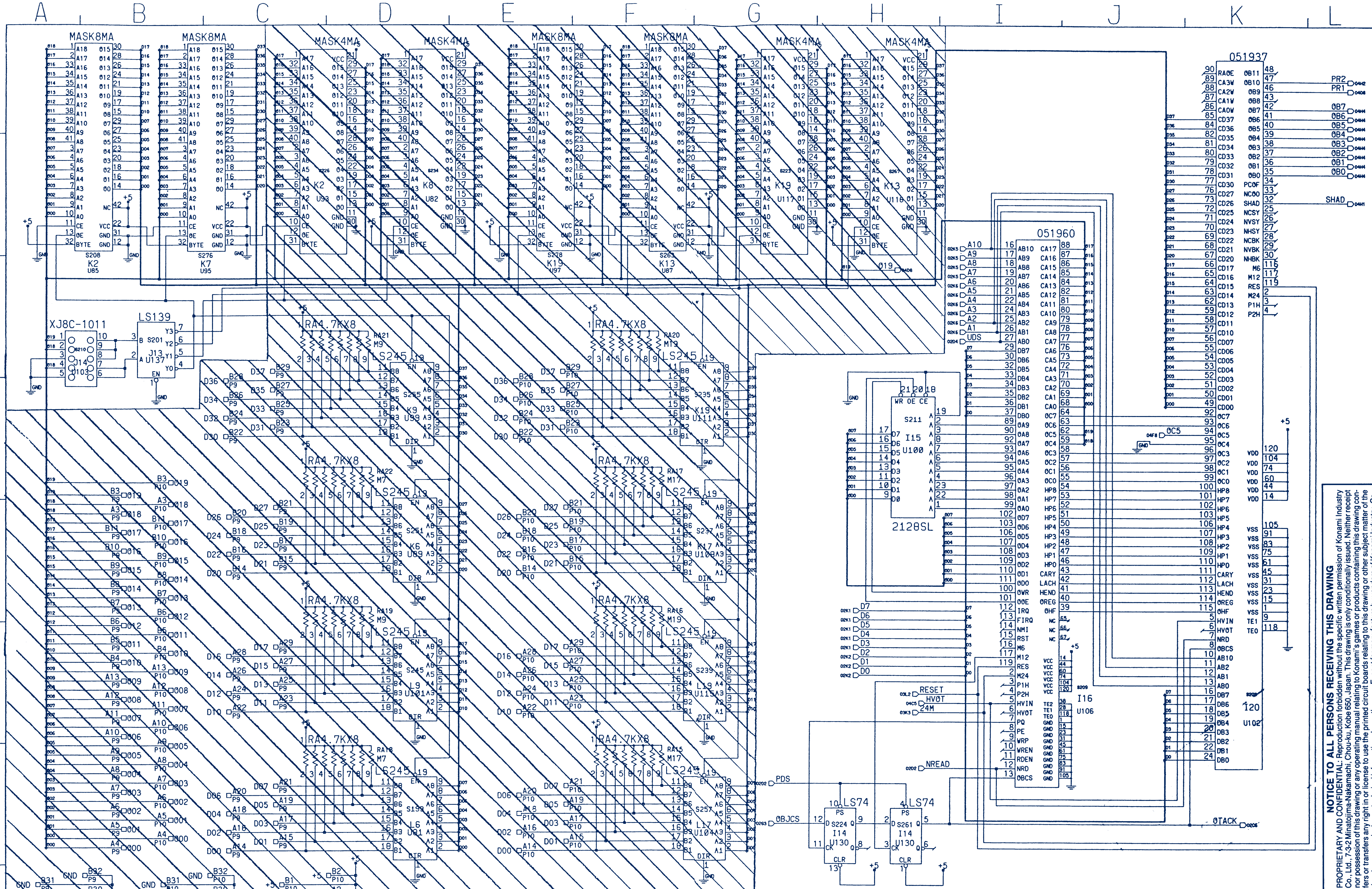
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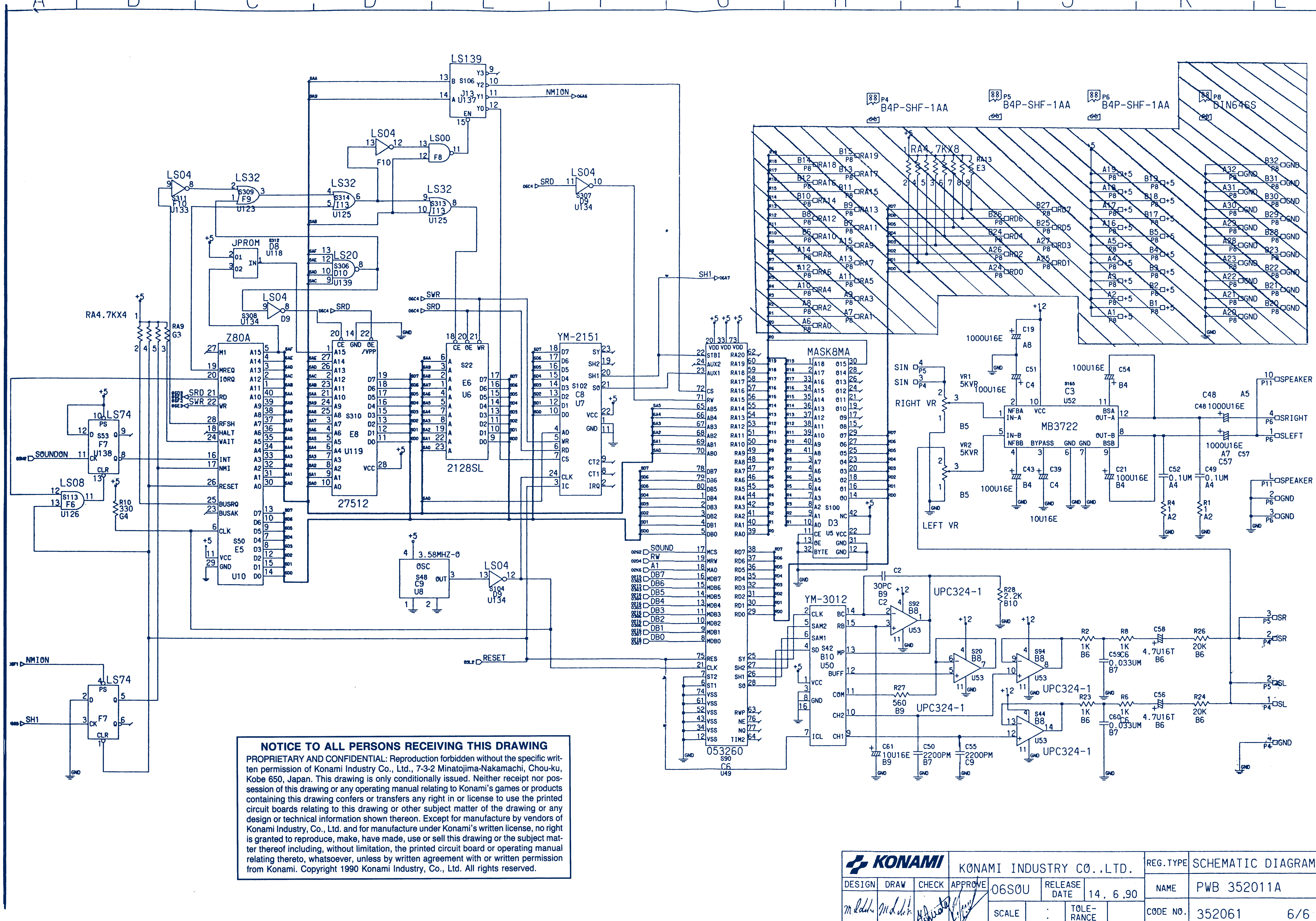
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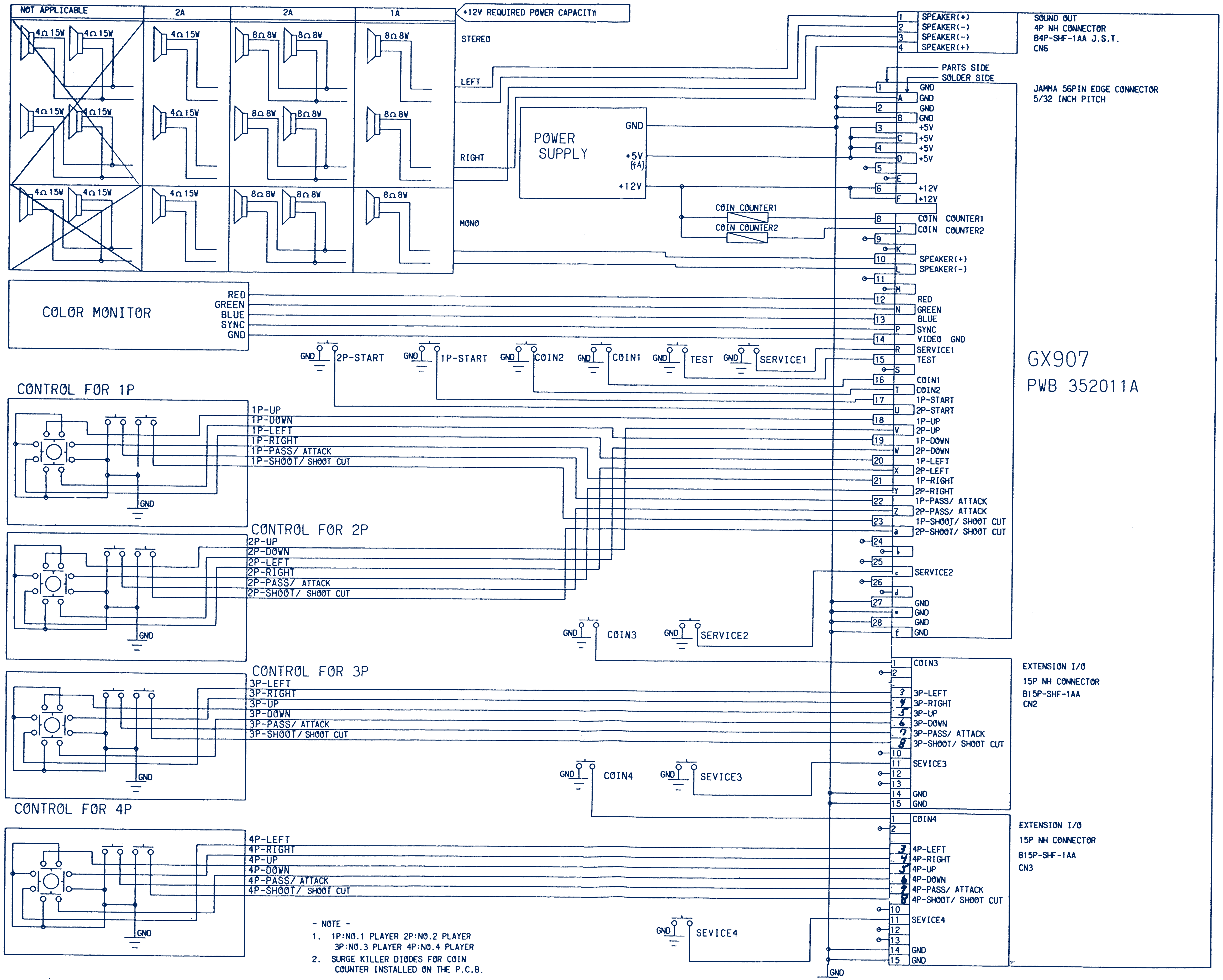



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# WIRING DIAGRAM




- NOTE -
1. 1P:NO.1 PLAYER 2P:NO.2 PLAYER 3P:NO.3 PLAYER 4P:NO.4 PLAYER
2. SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P.C.B.

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